INSTRUCTION BOOKLET

TRADEWEST

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EmuMovies

TRADEWEST SPORTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for purchasing **Super Baseball 2020™** from Tradewest for your Super Nintendo Entertainment System. For maximum enjoyment, please read this Instruction Manual thoroughly before playing.

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Nintendo®

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CONTENTS

BATTER UP! 3
USING THE CONTROLLER 4
GETTING READY TO PLAY 5
SCREEN DISPLAYS 6
TIME OUT SCREENS 7
HITTING STRATEGIES 10
FIELDING STRATEGIES 11
PLAYER FEATURES 13
ULTIMATE SUPER PLAYS 15
CYBER EGG STADIUM 17
TEAM POWER-UP 19
PLAYER PERFORMANCE 23
TEAM PROFILES 24
LIMITED WARRANTY 34

BATTER UP!

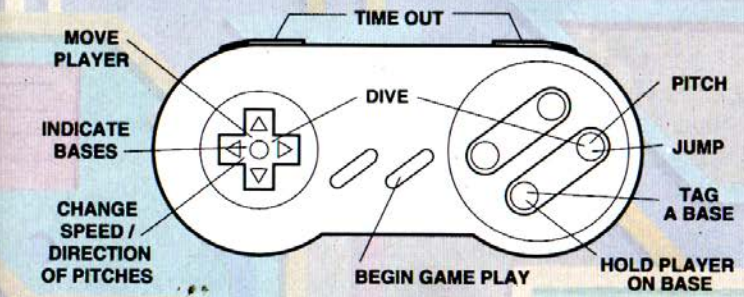
Baseball, as we know it, no longer exists in the year 2020. For years, the omnipotent "Super Baseball Association" has been making a fortune using robotic "power players" against the best and strongest athletes. SBA has secretly manipulated the computer controlled abilities of certain robotic players in order to control the outcome of the games.

After discovering SBA's cheating, fans disconnected parts of the computers in order to achieve fair and challenging games. Playing in the famed "Cyber Egg " Stadium, the games may now continue on a fair and equal basis.

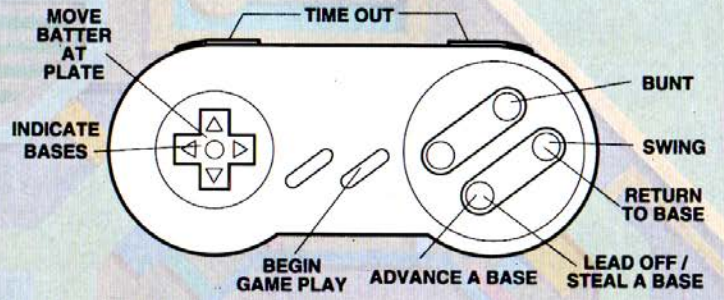
Super Baseball is a cyber-game conceived by the SBA while seeking the ultimate in pro sports. The 12 teams represented hail from countries around the world and each has developed reinforced protectors based on strictly defined regulations. The teams clash in the custom-built Cyber Egg Stadium which, together with a new set of rules, provides the ultimate showcase for the power and speed of players who exceed the limitations of human beings! Super Baseball 2020™...only power and skill will determine the winner!

USING THE CONTROLLER

FIELDING TEAM



BATTING TEAM



When in 1-Player League Mode, the password is displayed after the game is set. The next time the game is to be continued, the password should be input. Input the password by moving the cursor with the right and left sides of the Control Pad and advance the numbers with the top and bottom sides of the Control Pad. When this has been completed, press the A Button and start the game.

GETTING READY TO PLAY

Press the Start Button to begin.

1. **Mode Selection**: Select the 1-Player mode and test yourself against the computer or go for the 2-Player mode and take on a friend! Either choice can be selected with the Control Pad and entered with the A, B, X or Y Button.

2. **League Selection**: After deciding on the mode, use the Control Pad to select either the "Fighting League" or the "Exciting League" and enter with the A, B, X or Y Button.

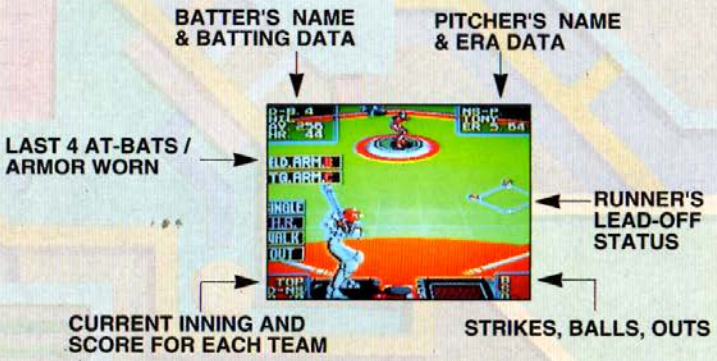
3. **Team Selection**: From the six teams belonging to the league you have selected, use the Control Pad to choose the team that will play and enter with the A, B, X or Y Button.

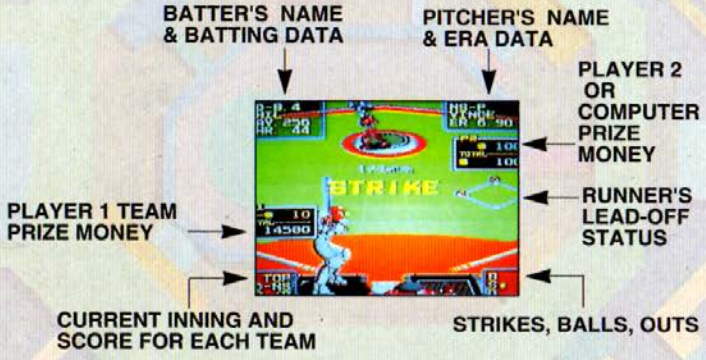
Note: In 2-Player games, make the selections with the 1P and 2P controls, respectively. The same team cannot be selected by both players.

4. **Starting Pitcher Selection**: From the four pitchers on each team, select the starting pitcher with the Control Pad and enter with the A, B, X or Y Button.

5. **Starting The Game**: The Demo Screen signals the start of play.

SCREEN DISPLAYS


BATTER'S NAME & BATTING DATA
PITCHER'S NAME & ERA DATA
LAST 4 AT-BATS / ARMOR WORN
RUNNER'S LEAD-OFF STATUS
CURRENT INNING AND SCORE FOR EACH TEAM
STRIKES, BALLS, OUTS


BATTER'S NAME & BATTING DATA
PITCHER'S NAME & ERA DATA
PLAYER 2 OR COMPUTER PRIZE MONEY
RUNNER'S LEAD-OFF STATUS
PLAYER 1 TEAM PRIZE MONEY
CURRENT INNING AND SCORE FOR EACH TEAM
STRIKES, BALLS, OUTS

TIME OUT SCREENS

When the L or R Buttons are pressed during the game, the "Time Out Screen" appears and items relating to player substitutions and player power-up are displayed. These are selected with the Control Pad and entered with the A Button. Return to the game by selecting EXIT with the Control Pad and entering with the A Button. Also, the money possessed by the teams can be seen on this screen.

Batting Team Time Out

Substitutions/Power-up

Pinch Hitters: Select the player to be taken out with the Control Pad and enter with the A Button. Next, select your substitute player from the Players Roster with the Control Pad and enter with the A Button.

Pinch Runner: Select your Pinch Runner using the same method described above.

Team Power-Up: For Team Power-Up, see page 19.

Note: If you change your mind about a player selection before you have pressed the A Button, you can cancel your selection by pressing the B Button.

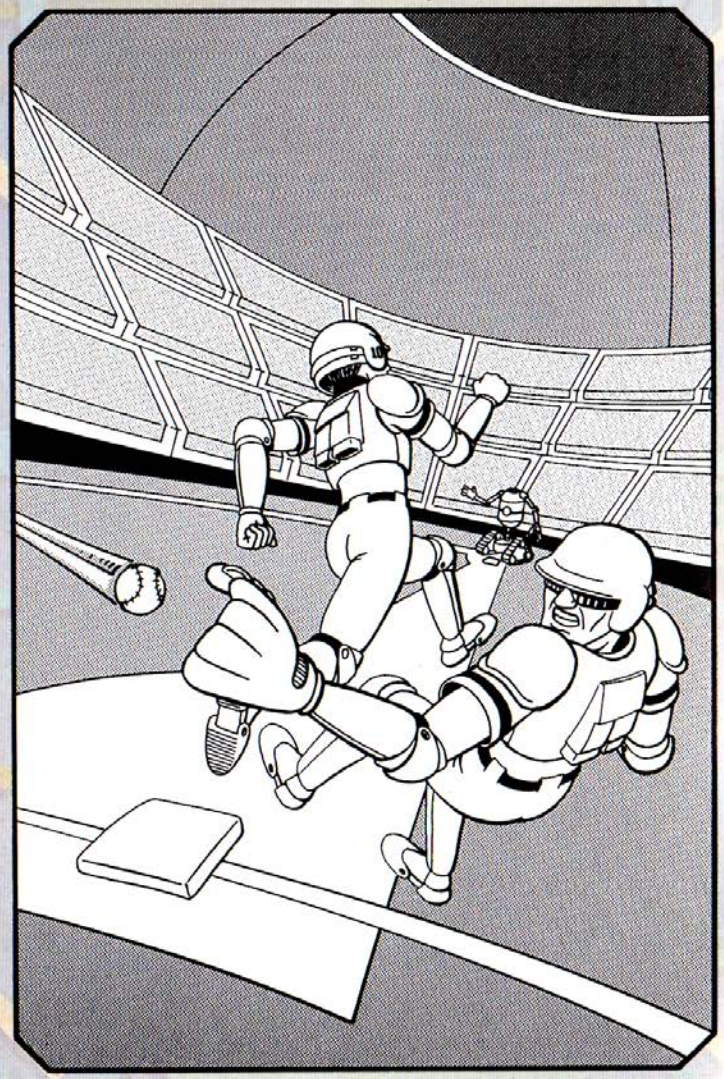
Fielding Team Time Out

Substitutions/Power-up

Relief Pitcher: Using the Control Pad, select the Relief Pitcher from the listed pitchers and enter your selection with the A Button.

Team Power-Up: For Team Power-Up, see page 19.

Note: If you change your mind about a player selection before you have pressed the A Button, you can cancel your selection by pressing the B Button.



HITTING STRATEGIES

Batting: The Batter's position is directed with the Control Pad and the A Button swings the bat. It is possible to hit the ball to the right or left by timing when the ball is hit. If the A Button is released during the swing, the bat can be stopped.

Bunt: Press the X Button to Bunt.

Advancing the Runners: Indicate the base you want to run to with the Control Pad and then use the B Button to run the bases.

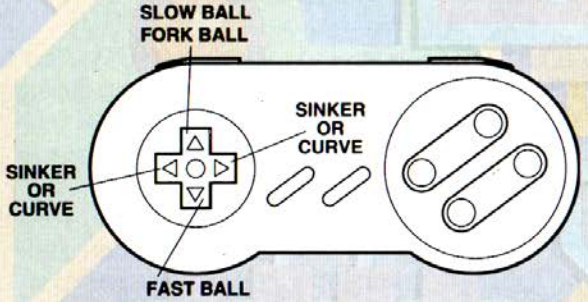
Returning the Runner to Base: Indicate the base you want to run to with the Control Pad and then use the A Button to run back to the base. Note: Once a base has been touched, you cannot return to a previous base.

Leading Off and Stealing Bases: Before the pitcher releases the ball, indicate your target base with the Control Pad and take your lead-off with the B Button. After the pitcher releases the ball, the base can be stolen.

Speeding Up: When the runner is running, the speed will be increased as long as the B Button is continuously held down.

FIELDING STRATEGIES

Pitching: Move the location of the Pitcher with the right and left sides of the Control Pad and pitch the ball using the A Button. The type of pitch is determined by the position of the Control Pad at the moment the pitch is thrown. After the release, the direction of the pitch can be further controlled by the Control Pad.



Holding the Runner on Base: The screen for holding the runner on base will appear by pressing the B Button. Using the Control Pad, determine which base you'll throw to and throw the pick-off ball with the A Button. When just the A Button is pressed, the ball goes to first base.

Fielding the Ball: The ball will automatically be caught by using the Control Pad to move the fielder to the position of the hit ball.

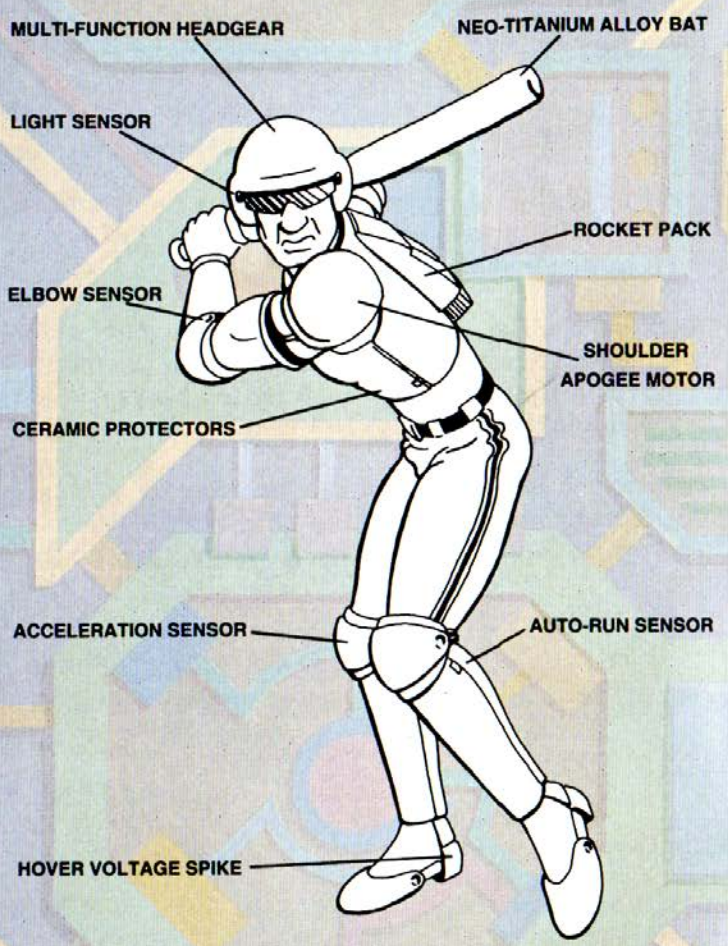
Diving Catch: By using the Control Pad to indicate the direction of your leap, diving catches can be made by using the A Button. Hint: your timing needs to be good for this spectacular play!

Jumping Catch: When no direction is given by the Control Pad, jumping catches can be made by using the A Button and careful timing!

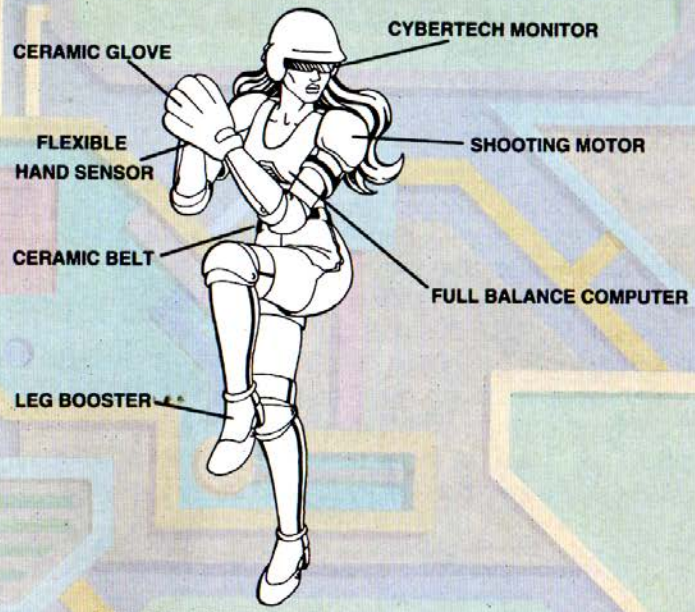
Throwing the Ball: Use the Control Pad to indicate which base you want to throw to and throw the ball using the A Button. When the A Button alone is pressed, the throw goes to first base.

Tagging the Base: Using the Control Pad to indicate the desired base, press the B Button and the player with the ball will run in the direction of the target base.

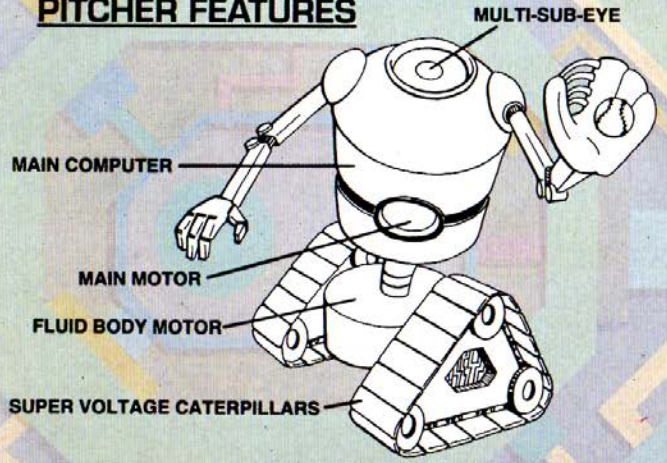
PLAYER FEATURES



BATTER FEATURES



PITCHER FEATURES

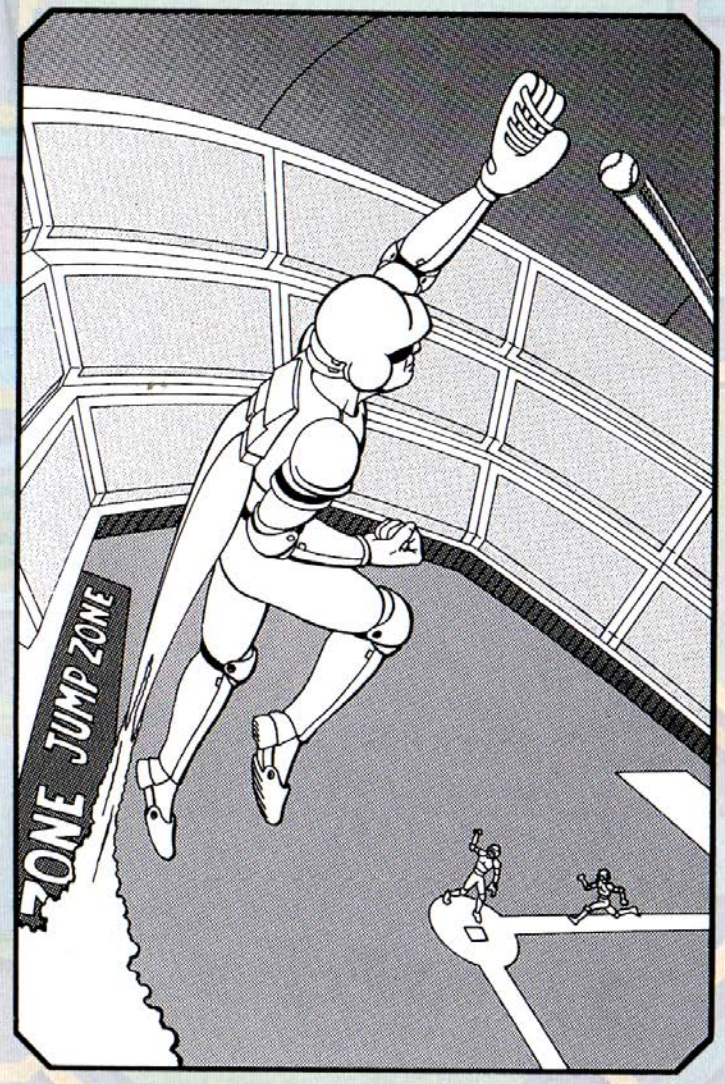


BASEBALL ROBOT

ULTIMATE SUPER PLAYS

Jumping Catch: To perform a Jumping Catch, hit the A Button. Besides amplifying the running speed, the Rocket Pack can temporarily launch the player into the air by increasing the thrust to the maximum. Use this technique to leap high into the sky to catch a fly ball. It is possible to catch what would normally be a home run ball by increasing the player's altitude, but you must be in the "Jump Zone". It is all a matter of timing the command to make this super play - do you have what it takes?

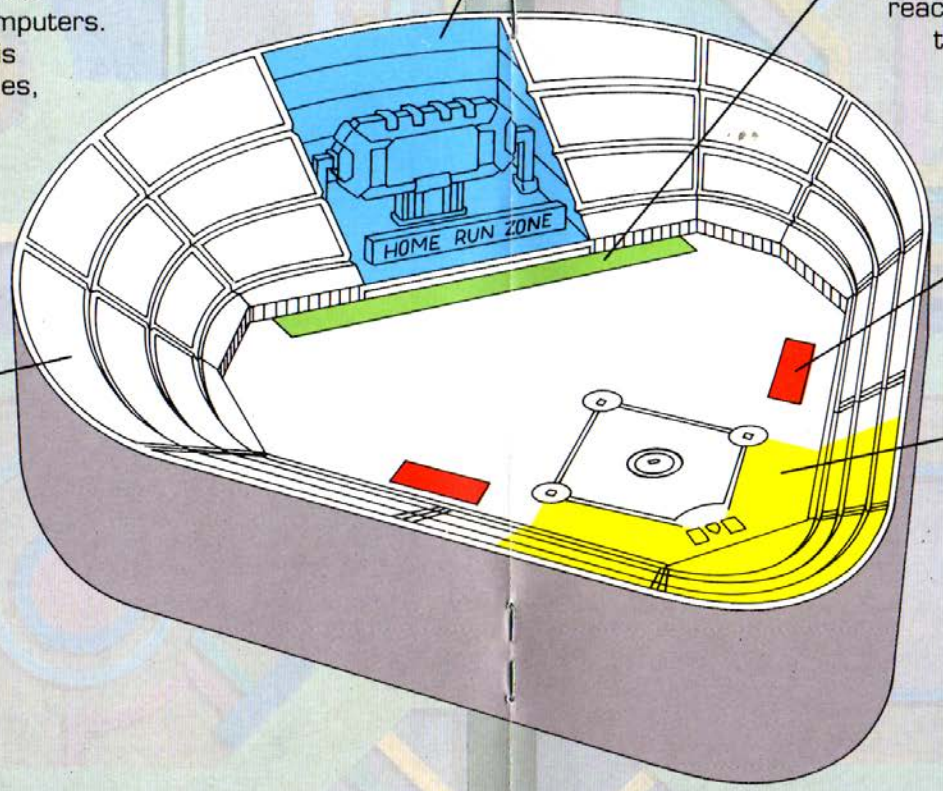
Power Dive Catch: Fielding a ball at high speed by fully opening the rocket pack parallel to the ground is called a "Power Dive Catch". To perform this heart-stopping play, press the A Button + Control Pad. WARNING: The sudden acceleration of this maneuver is hard on the body. . it is a super technique to be used when winning becomes necessary before all else!



CYBER EGG STADIUM

The Custom "CYBER EGG" Stadium, designed by the Super Baseball Association, is the world's largest baseball park. Inside, the batting power of all the players is increased by cyber computers. In addition, the Game is enhanced with new rules, such as the prize money system. The key to winning is boldness and subtle strategy.

Fair Zone: Within the stadium, the outfield bleachers are partitioned off with reinforced glass and there is a huge fair zone.



Home Run Zone: A home run is scored only if the ball is hit cleanly into this area. A home run will bring an enormous amount of money to your team.

Jumping Zone: The reinforced protectors that the players wear react with the equipment under the zone and their jumping abilities are heightened several times.

Stop Zones: Be Careful! A ball that hits here stops immediately.

Foul Zone: The foul zone has been reduced in order to speed up game play and is now located only directly behind the diamond.

TEAM POWER-UP

1. The Prize Money System

In Super Baseball 2020™, prize money is given for various plays during a game and this money can be used to power-up the team. The better the play, the greater the amount of prize money. Be warned though, depending on the play, the money a player has may be reduced if you do not perform well, so try your hardest!

PRIZE MONEY

	Batting Team	Fielding Team
Hit	$300	
Double	$500	
Triple	$800	
Solo Homer	$4,000	
Jumping Catch		$1,000
Diving Catch		$1,500
Strike	<-$10 >	$100
Strike-Out	<-$100 >	$1,000
Out (catch)	<-$50 >	$800
Out (tag)	<-$100>	$1,000
Grand Slam	$10,000	

2. Power Up

In Super Baseball 2020™, team fighting power can be strengthened by purchasing "Power Up Armor" and Special Robots with the money one possesses. Call up the Time Out Screen with the R or L Buttons, select "Team Power-Up" with the Control Pad and enter with the A Button.

3. Purchasing and Suiting Up "Power Up Armor"

Using the Control Pad, select the player to be equipped with armor and enter with the A Button. Use the same procedure to determine the kind and rank of armor to be purchased. The price and the performance increase in order of rank from A→B→C. For the Pitchers, there is only Pitching Armor, but the other players can be equipped with two kinds of armor: Batting Armor and Fielding Armor. Note: once a player is equipped with armor, the same armor or that of a lesser rank cannot be purchased for that player.

4. Purchasing "Special Robots"

Use the Control Pad to select the player to be replaced and enter with the A Button. Next, using the same procedure, determine the rank of the "Special Robot" that is to participate. Note: a robot of the same or lower rank cannot be substituted.

5. Armor and Robot Endurance Values

An endurance value is set for each kind of armor and robot. Damage accumulates with every play. Fuel leaks, fires and other symptoms of wearing-down appear. When a fixed threshold is exceeded, the armor explodes, the robot changes into the lowest functioning spare robot and its fighting power is diminished.

6. Spare Robots

When a robot runs out of fuel or is damaged by a hard hit ground ball, it will be taken off the field and a spare robot may be substituted onto the field. However, the performance of a spare robot is extremely low. If at all possible, use a reserve player or purchase a "special robot".

7. Batting Data

When a batter comes on the field, two kinds of batting data are displayed: "Record of the Last 4 At-Bats in This Game" and "Armor Worn".

8. Lucky Guy

In every game, each team has a randomly selected "Lucky Guy" and that player's batting performance is increased. The "Lucky Guy" designation means that the player is in top form when swinging the bat in the batter's box.

9. Lucky 7

On entering the 7th inning, the batting power of both teams is increased by a fixed amount. This way, it is possible to have a great come-back in the later innings.

PLAYER PERFORMANCE

Player Performance:

Super Baseball 2020™ players perform at a level several times that of ordinary players due to the special equipment they wear. Numerous super plays can be made such as ultra-fastballs, no-bounce return balls and high jumps. The performance values of each item listed below are used in detail for each player. Note: The batting average and the number of home runs are not displayed on the team power-up screen.

1. Throwing Power: The higher the number, the faster the ball can be thrown.

2. Hitting Power: Ability to hit farther and more consistently.

3. Fielding: This measures the leg speed and the jumping performance.

4. Chance: This is helpful when there are runners on base and measures overall competitive strength.

5. ERA (Pitchers): This is the Earned Run Average over nine innings. The lower the value, the better.

TEAM PROFILES

AMERICAN DREAMS

NAPLES SEAGULLS

TOKYO SAMURAIS

TAIWAN MEGAPOWERS

KOREA DRAGOON

BATTLE ANGELS

EXCITING LEAGUE

AMERICAN DREAMS

Far and away the best hitters in the game today. This team has *several* players, not just one, who hit the ball over a thousand feet! No matter how many runs their weaker pitchers give up , these big bats keep driving home the runs!

THROWING 5
HITTING 10
FIELDING 3
CHANCE 4

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	KENT	.292
	MARTY	.260
	DAVID	.325
	PHYL	.256
	GLENN	.320
	CHAD	.300
	JUAN	.310
	JAMES	.298
PINCH HITTERS	GARY	.350
	DOUGLAS	.200
	RICHARD	.282
	AMERICA-1	.150
PITCHERS	FIREMAN	ERA 6.61
	HOWARD	7.68
	DON	8.90
	ICEMAN	1.37

TOKYO SAMURAIS

With two exceptions, this club has the best hitters in the league, but they have much better fielding than the Dreams and so they're much more dangerous. Also, since their primo pitcher is more than competent, they are a formidable threat indeed!

THROWING 6
HITTING 8
FIELDING 5
CHANCE 3

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	KALEO	.272
	CHAKA	.265
	SUKIYAKI	.302
	SUSI	.340
	SAKURA	.302
	KATANA	.260
	TENPURA	.265
	SAYONARA	.270
PINCH HITTERS	TUNAMA	.220
	KIT	.380
	SASIMI	.292
	TOKYO-2	.398
PITCHERS	HANYA	ERA 4.96
	ARIGATO	9.33
	TOKYO-1	6.61
	YOSHI	5.35

EXCITING LEAGUE

Naples Seagulls

Pitching, hitting, fielding, you name it - this team has got it. They are the most balanced team in either league, which gives them the edge, even against the more powerful Taiwanese and the faster Koreans. Smart money usually bets on Naples.

THROWING 6
HITTING 6
FIELDING 6
CHANCE 6

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	LUCIA	.332
	LOGI	.230
	ALDO	.330
	NAPLES-1	.245
	PHIL	.312
	ANGERO	.205
	LOREDANA	.300
	NAPLES-2	.233
PINCH HITTERS	PATRIZIA	.331
	FRANK	.230
	MARIO	.240
	VERONICA	.390
PITCHERS	TONY	ERA 5.64
	SABRINA	8.65
	VINCE	6.90
	NAPLES-3	5.35

TAIWAN MEGAPOWERS

Until the fans' insurgence, this All-Robot team was undefeated. Now, beating them is still difficult, but not impossible. They tend to run out of fuel in the late innings, but if Liu gets a hold of a fast pitch when he's powered up, it's GONE!

THROWING 9
HITTING 9
FIELDING 6
CHANCE 5

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	LI	.299
	WANG	.306
	DONG	.390
	LIU	.405
	CHEN	.390
	JIANG	.275
	HONG	.302
	GUO	.220
PINCH HITTERS	ZHUANG	.150
	SUN	.150
	DING	.150
	TAIWAN-3	.405
PITCHERS	LU	ERA 0.11
	SONG	8.94
	TAIWAN-1	7.68
	TAIWAN-2	6.90

EXCITING LEAGUE

KOREA DRAGOON

Most pitchers would rather let these guys hit than let them get on base. Their batting is only so-so, but they steal bases like thieves. And they are *fast*.. Only one other club has more players who run the 50 in under four seconds.

THROWING 6
HITTING 5
FIELDING 8
CHANCE 4

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	SUN NEE	.280
	MEE JA	.285
	ANN SUN	.314
	KOREA-1	.360
	BONG ON	.292
	AKK JIL	.270
	KANG ON	.300
	KOREA-2	.225
PINCH HITTERS	YONG JOO	.301
	JAE BOK	.250
	CHAN SOK	.305
	KOREA-3	.287
PITCHERS	YEA ON	ERA 6.32
	HA HO RA	8.94
	DONG IL	7.97
	YEE SUL	6.90

BATTLE ANGELS

There are only two teams in either league that have better pitchers than these. But that is more than made up for by the amazing good luck of this team. On any given day, these athletes will *make the plays* when their opponents can't. It's unbelievable!

THROWING 6
HITTING 5
FIELDING 7
CHANCE 8

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	PAMELA	.377
	SONIA	.190
	DEBBIE	.190
	JACKIE	.170
	ELLE	.290
	MIEKO	.230
	CHARISE	.240
	LYNN	.250
PINCH HITTERS	CARLA	.250
	DINA	.160
	ALEXA	.200
	MARIA	.300
PITCHERS	ARIANE	ERA 2.63
	RACHEL	8.65
	LOUISE	7.68
	ANGEL-1	9.33

FIGHTING LEAGUE

BATTLE HEROES

METAL SLASHERS

NINJA BLACK SOX

TROPICAL GIRLS

AUSSIE BATTLERS

MECHANICAL BRAINS

FIGHTING LEAGUE

BATTLE HEROES

Like the Bronx Bombers of olden-days, this team swings for the fence and, more than any other club, seems to catch the sweet spot on the bat with incredible frequency. The fans love 'em even though their pitching and fielding stink!

THROWING 3
HITTING 9
FIELDING 4
CHANCE 6

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	DICK	.250
	MAC	.356
	RAYMOND	.287
	BOBO	.235
	HARRY	.350
	ALEX	.288
	CLARK	.257
	HOWARD	.252
PINCH HITTERS	TRACY	.390
	PANCHO	.210
	AXEL	.260
	J.J.	.393
PITCHERS	MARTY	ERA 7.68
	MIKE	9.33
	JOHN	7.97
	KONAN	4.96

NINJA BLACK SOX

There's really only one team that can field the ball better than this club, but the consistent hitting of these players makes them far more impressive than the Dragoons. Plus the change-up pitch of Jecy makes fielding skill seem almost unnecessary!

THROWING 5
HITTING 6
FIELDING 8
CHANCE 5

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	SASUKE	.232
	KIRIKAZE	.198
	JUBE	.122
	KAMUI	.351
	NINJA-1	.267
	MARU	.250
	KISARAGI	.270
	KUMOSUKE	.175
PINCH HITTERS	RAIZO	.276
	HAYABUSA	.199
	NINJA-3	.189
	UKKARI	.197
PITCHERS	TARO	ERA 7.68
	NINJA-2	7.39
	IKAZUCHI	9.91
	JECY	5.93

METAL SLASHERS

This club has the single best pitcher in the league. So far this season, Hurler Jon has given up only an incredible 0.62 runs per game. If anyone *does* get a hit off his delivery, his teammates' consistent fielding makes getting on base doubtful.

THROWING 6
HITTING 8
FIELDING 4
CHANCE 7

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	STINGER	.405
	COMET	.150
	CRUSHER	.380
	SLASHER	.222
	MASHER	.320
	STEELER	.201
	BLADE	.350
	IRON TOES	.179
PINCH HITTERS	DIAMOND	.150
	ZIGGY	.405
	REGGIE B.	.150
	INGYE	.280
PITCHERS	JON	ERA 0.11
	METAL-1	8.36
	METAL-2	8.36
	METAL-3	9.91

Tropical Girls

Back in the 90's women were just *starting* to gain the respect of the male players. However, today it's rare for even the enhanced robots to score against this female team. Their one male player will likely be traded in the future!

THROWING 8
HITTING 5
FIELDING 6
CHANCE 10

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	CARLA	.289
	SUSAN	.264
	JESSICA	.312
	ERIN	.381
	AYUMI	.251
	BARBARA	.254
	JENNIFER	.210
	DEBORAH	.287
PINCH HITTERS	SHARON	.241
	YUMIKO	.271
	CAROL	.286
	WOLF	.150
PITCHERS	YUKIKO	ERA 5.35
	DARIA	4.96
	FAYE	9.91
	DOROTHY	3.60

AUSSIE BATTLERS

You couldn't pick more all-around talent than this franchise offers. Except for the Seagulls, there's no one team that exhibits better ability to hit, run and catch. Given that legendary Aussie Daring-Do, they are fierce competitors!

THROWING 5
HITTING 5
FIELDING 5
CHANCE 5

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	MURRAY	.280
	TREVOR	.285
	ERNIE	.314
	BRYAN	.360
	SYD	.292
	LYNDA	.270
	HILLARY	.300
	FRANK	.225
PINCH HITTERS	MIKE	.305
	MR. JINNO	.287
	JENNY	.301
	MERYLE	.300
PITCHERS	MALCOLM	ERA 5.93
	EDDIE	6.61
	JACI	8.94
	WARREN	7.39

MECHANICAL BRAINS

This is the quickest team overall in fielding and base running. If they get on base, they will score. Their shrewd performance at the plate; bunting and place-hitting, generally gives them many opportunities to steal their way home!

PITCHING 7
HITTING 9
FIELDING 9
CHANCE 3

	PLAYER'S NAME	BATTING AVERAGE
STARTING LINE-UP	DIODE	.268
	GUNHEAD	.345
	JOHNNY 6	.315
	MURPHY	.399
	TERMIN	.250
	ED-309	.304
	REPLICA	.278
	CAP	.405
PINCH HITTERS	GOAT	.150
	MAX-1	.160
	HECTOR	.200
	MOGERA	.199
PITCHERS	ROBY	ERA 5.64
	MARIA	9.91
	REPLACER	6.61
	NIGHT	0.11

BOX SCOREKEEPER

TEAM	INNINGS / RUNS									TOTAL
	1	2	3	4	5	6	7	8	9	

TEAM	INNINGS / RUNS									TOTAL
	1	2	3	4	5	6	7	8	9	

TEAM	INNINGS / RUNS									TOTAL
	1	2	3	4	5	6	7	8	9	

TEAM	INNINGS / RUNS									TOTAL
	1	2	3	4	5	6	7	8	9	

TEAM	INNINGS / RUNS									TOTAL
	1	2	3	4	5	6	7	8	9	

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